Claim Amendments

1. (As Issued) A method comprising:

acquiring a graphics primitive to be displayed on a television receiver; and

selectively adjusting the transparency of portions of the primitive relative to a background to reduce flicker when the primitive is displayed on a television receiver by smoothing horizontal edges of the primitive based on the color of the element and the color of the background.

2. (As Issued) The method of claim 1 including acquiring the primitive from a library.

3. (As Issued) The method of claim 1 including forming a bit map of the primitive for overlaying on said background.

4. (As Issued) The method of claim 1 wherein selectively adjusting involves adjusting only a horizontal portion of said primitive.

5. (As Issued) The method of claim 4 further including selecting at least two alpha values for a horizontal portion of said primitive and adjusting the depiction of said primitive in two stages.

6. (As Issued) The method of claim 5, wherein selectively adjusting includes modifying at least one row of pixels adjacent horizontal portions of the element.

7. (As Issued) The method of claim 1 wherein selectively adjusting includes using alpha blending.

8. (As Issued) The method of claim 7, wherein selectively adjusting includes subtracting the color value of the primitive from the color value of the background color and multiplying the difference by an alpha value.

9. (As Issued) An article comprising a medium for storing instructions that cause a processor-based system to:

acquire a graphics primitive to be displayed on a television receiver; and

selectively adjust the transparency of the primitive relative to a background to reduce flicker when said primitive is displayed on a television receiver by smoothing horizontal edges of the primitive based on the color of the element and the color of the background.

10. (As Issued) The article of claim 9 further storing instructions that cause a processor-based system to multiply an alpha value times the difference of a color value for the background color and the color value for the graphical primitive and to add the color value of the primitive.

11. (As Issued) The article of claim 10 further storing instructions that cause a processor-based system to acquire a font and an alpha value from a database.

12. (As Issued) The article of claim 9 further storing instructions that cause a processor-based system to alpha blend the horizontal edges of a graphical primitive.

13. (As Issued) The article of claim 12 further storing instructions that cause a processor-based system to alpha blend the edges of a graphical primitive in at least two stages.

14. (As Issued) An apparatus to reduce flicker comprising:

a processor;

a storage coupled to said processor, said storage storing instructions to cause a graphics primitive to be acquired for display on a television receiver and to selectively adjust the transparency of the primitive relative to the background to reduce flicker by

smoothing horizontal edges of the primitive based on the color of the element and the color of the background.

15. (As Issued) The apparatus of claim 14 including a tuner card coupled to said processor.

16. (As Issued) The apparatus of claim 15 including a television receiver coupled to said processor.

17. (As Issued) The apparatus of claim 16 wherein said storage includes a font database associated with alpha values that reduce flicker.

18. (As Issued) The apparatus of claim 17 wherein said storage includes instructions to cause an alpha value to be multiplied by the difference of the color values of a background and primitive and to add the color value of the primitive.

19. (New) A method comprising:

acquiring a graphics primitive to be displayed; and

selectively adjusting the transparency of portions of the primitive relative to a background to reduce flicker when the primitive is displayed by smoothing horizontal edges of the primitive based on the color of the element and the color of the background.

20. (New) The method of claim 19 including acquiring the primitive from a library.

21. (New) The method of claim 19 including forming a bit map of the primitive for overlaying on said background.

22. (New) The method of claim 19 wherein selectively adjusting involves adjusting only a horizontal portion of said primitive.

23. (New) The method of claim 22 further including selecting at least two alpha values for a horizontal portion of said primitive and adjusting the depiction of said primitive in two stages.

24. (New) The method of claim 23, wherein selectively adjusting includes modifying at least one row of pixels adjacent horizontal portions of the element.

25. (New) The method of claim 19 wherein selectively adjusting includes using alpha blending.

26. (New) The method of claim 25, wherein selectively adjusting includes subtracting the color value of the primitive from the color value of the background color and multiplying the difference by an alpha value.

27. (New) An article comprising a medium for storing instructions that cause a processor-based system to:

acquire a graphics primitive to be displayed; and

selectively adjust the transparency of the primitive relative to a background to reduce flicker when said primitive is displayed by smoothing horizontal edges of the primitive based on the color of the element and the color of the background.

28. (New) The article of claim 27 further storing instructions that cause a processor-based system to multiply an alpha value times the difference of a color value for the background color and the color value for the graphical primitive and to add the color value of the primitive.

29. (New) The article of claim 28 further storing instructions that cause a processor-based system to acquire a font and an alpha value from a database.

30. (New) The article of claim 27 further storing instructions that cause a processor-based system to alpha blend the horizontal edges of a graphical primitive.

31. (New) The article of claim 30 further storing instructions that cause a processor-based system to alpha blend the edges of a graphical primitive in at least two stages.

32. (New) An apparatus to reduce flicker comprising:

a processor;

a storage coupled to said processor, said storage storing instructions to cause a graphics primitive to be acquired for display and to selectively adjust the transparency of the primitive relative to a background to reduce flicker by smoothing horizontal edges of the primitive based on the color of the element and the color of the background.

33. (New) The apparatus of claim 32 including a tuner card coupled to said processor.

34. (New) The apparatus of claim 33 including a television receiver coupled to said tuner card.

35. (New) The apparatus of claim 34 wherein said storage includes a font database associated with alpha values that reduce flicker.

36. (New) The apparatus of claim 35 wherein said storage includes instructions to cause an alpha value to be multiplied by the difference of the color values of a background and primitive and to add the color value of the primitive.